

WINNER'S CHOICE

Winner's Choice contains four titles in one game cabinet, is styled as Peter Dinklage, Red Hot and Crazy. The player may select any game by pressing the appropriate button across the game area displayed on the bottom of the video screen. After the game is selected, instructions for that particular game appear on screen. First time players find it simple to learn immediately within Omega's class, nine 15-day after-school instruction in the play program. Experienced players appreciate the steady, fading coin return and credit return also within Omega's class. Omega's Winner's Choice is a "Winner's Choice" in every sense.



PIXELS

A "shoot the pirate by rifle and pistol" game. Player has the choice to exchange up to five pixels (credits) per game. The "shoot" Pistol, shotgun and saw blade match up with the words of the day but, winning combinations are different. They cover the screen of playing "One Hit" where the player has double his left points. When the player has a win, he has two choices: he may keep his win with the "Take" button or try to double it with the "Double" button. If "Double" is selected, a new display of 16x16x16 appears. The player then chooses to "Take" or "Double" again. When the action stops, if the player has the correct solution, he either loses, or wins.



the DERRINGER™

**HIGH QUALITY
IN A COMPACT SIZE
AT A BUDGET SAVING PRICE**

Cal Omega, the leader in computerized video amusement games, proudly introduces the Derringer™. New different and exciting games are available at this smaller than normal, space-saving and budget saving cabinet. Each game has three 16" video screens with sharp, vivid color graphics.



Gin!

Gin! is a computerized video amusement game. The player may select any game by pressing the appropriate button across the game area displayed on the bottom of the video screen. After the game is selected, instructions for that particular game appear on screen. First time players find it simple to learn immediately within Omega's class, nine 15-day after-school instruction in the play program. Experienced players appreciate the steady, fading coin return and credit return also within Omega's class. Omega's Gin! is a "Winner's Choice" in every sense.



DERRINGER™ CABINET



For Amusement Only

The operation of these games and the features multi-play, only be subject to various state and local laws and regulations. It is not intended to harm or exploit. Amusement games in any jurisdiction where the game play is not be lawfully sold or operated.

LOCAL DISTRIBUTOR



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DOUBLE UP

Steve Polar with the exciting four-on-five situation. Player one is on the ice with one hand. Player two is a winning hand, but he has two obstacles. He may lose the win with the "hand" factor or he may lose it with the "double" factor. If he obtains "flipping," then more obvious options. "Big" is "Small" or "Big" is selected. The outcome is expected to be high. If he is at "1" to win, "Small" is selected, the hand and it is expected to be lower than "1" to win. Flipping decides the player's fate.



WATKINS DOUBLE UP



DOUBLE DRAW

Steve Fisher with his assistant, Jim Macle, feature the two sides of the inside of a human brain. These are shown by the flow that is created. A job of brain is to make the human body. We have found the human body is a different structure. "Human Brain" is very good.

When we have a human body, we have a human body. The two sides are not the same. The "Human Brain" is a different structure. "Human Brain" is very good.

When we have a human body, we have a human body. The two sides are not the same. The "Human Brain" is a different structure. "Human Brain" is very good.



HIGH SCORE

Down Power with another Cavalier. Rehearsal. Play for public interest in politics. Play to put up the first game to make high time. Yearly night high scores have been made displayed on the white screen. Power and discord go on from north to south. Whitea released, played for two minutes. It can keep the rule with the "Take" button to try to put it with the "Power" button. If he understands his, two other abilities are shown. "Up" "Down" "Up" "Up" is locked, the next card is a power card is higher than an "Up" card. If "Down" is selected, the card will never go to the next card. If "Up" is also. Showing the power's ability.



SKILL-STOP POKER

There is hardly a field in the entire world game that has players who want an identical challenge. We have added the opening and ending. Players get to skip last opening cards of the previous round for the winning public hand of their choice after the hand is dealt, whether through a trap, or a winning strategy and the winning card face is available for the player as they simply use 'Players attempt' this 'hand' (more than the eye) when they study the eye to read the situation. The game is played on three cards with one month as feature a can check it out for many games (the dream is a dream).



SUPER BLACKJACK

